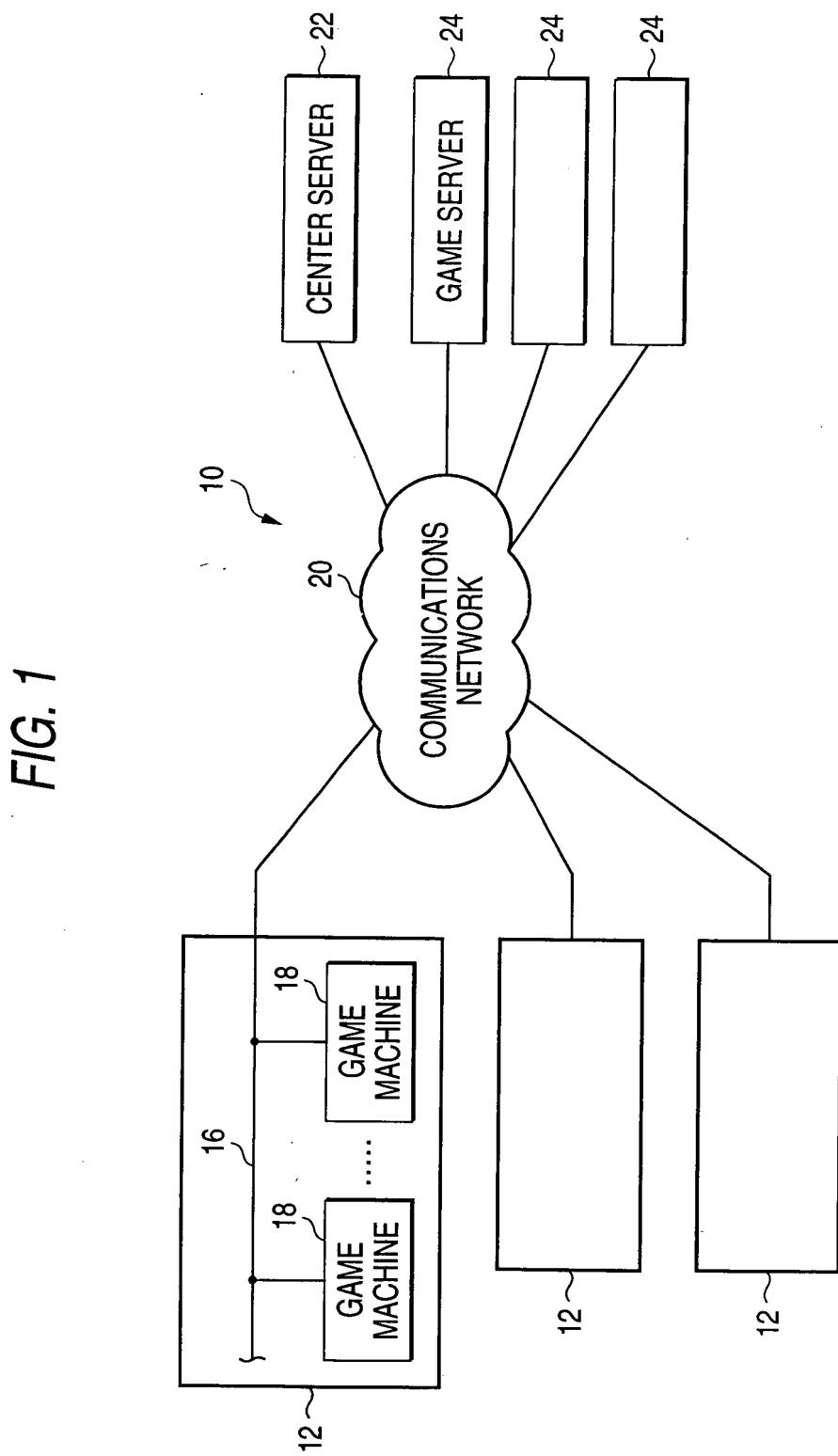
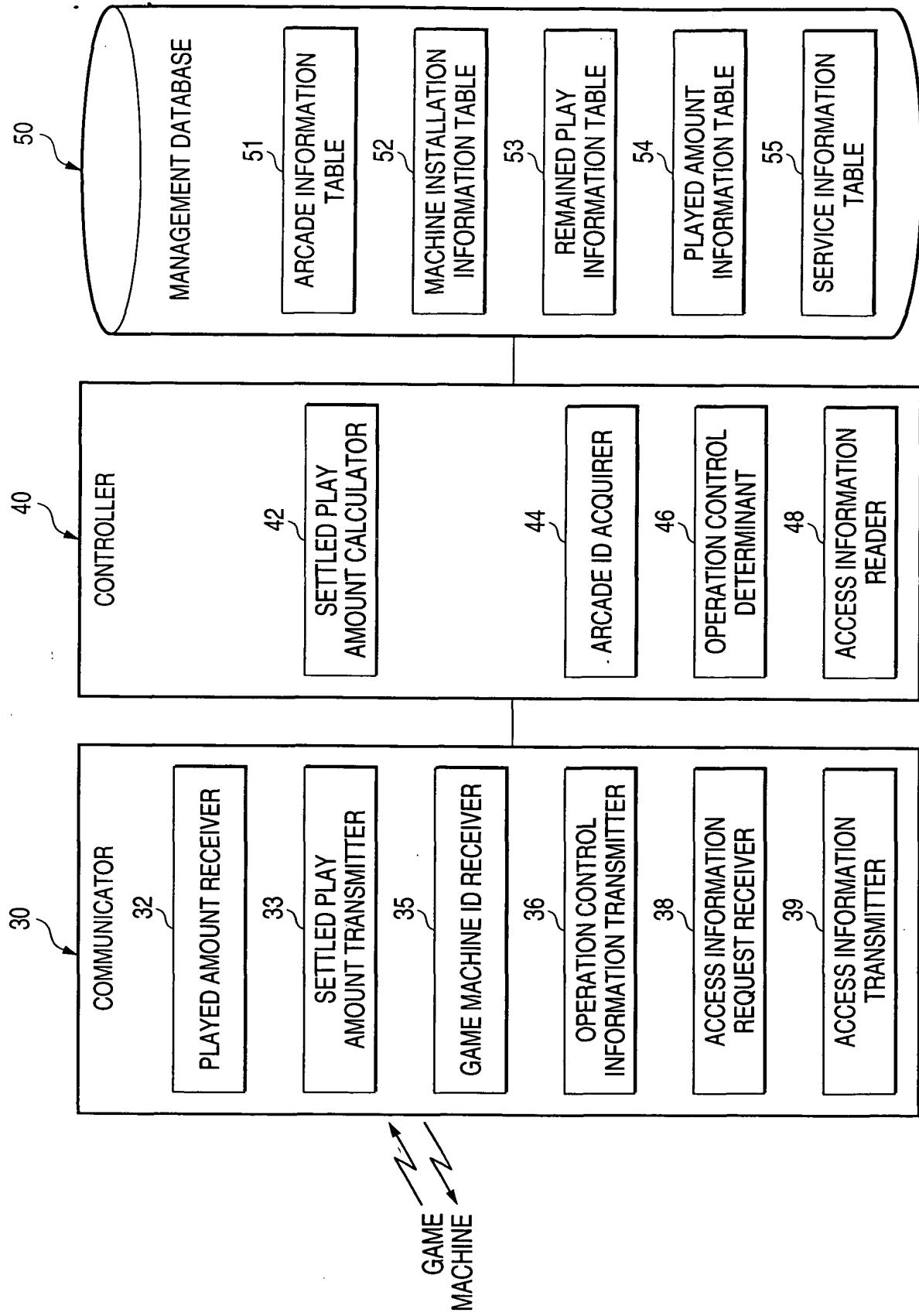


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FIG. 2



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FIG. 3

ARCADE ID	NETWORK ADDRESS
0001	NETWORK ADDRESS 1
0002	NETWORK ADDRESS 2
0003	NETWORK ADDRESS 3

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*FIG. 4*

| ARCADE ID | GAME MACHINE ID |
|-----------|-----------------|
| 0001      | P001            |
| 0001      | P002            |
| 0001      | P003            |
|           |                 |

~~~ 52

FIG. 5

| ARCADE ID | REMAINED PLAY AMOUNT |
|-----------|----------------------|
| 0001 | 1000 |
| 0002 | 500 |
| 0003 | 1500 |
| | |

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*FIG. 6*

| GAME MACHINE ID | PLAYED AMOUNT | SETTLED PLAY AMOUNT |
|-----------------|---------------|---------------------|
| 0001            | 1000          | 800                 |
| 0002            | 1500          | 1500                |
| 0003            | 2000          | 2000                |

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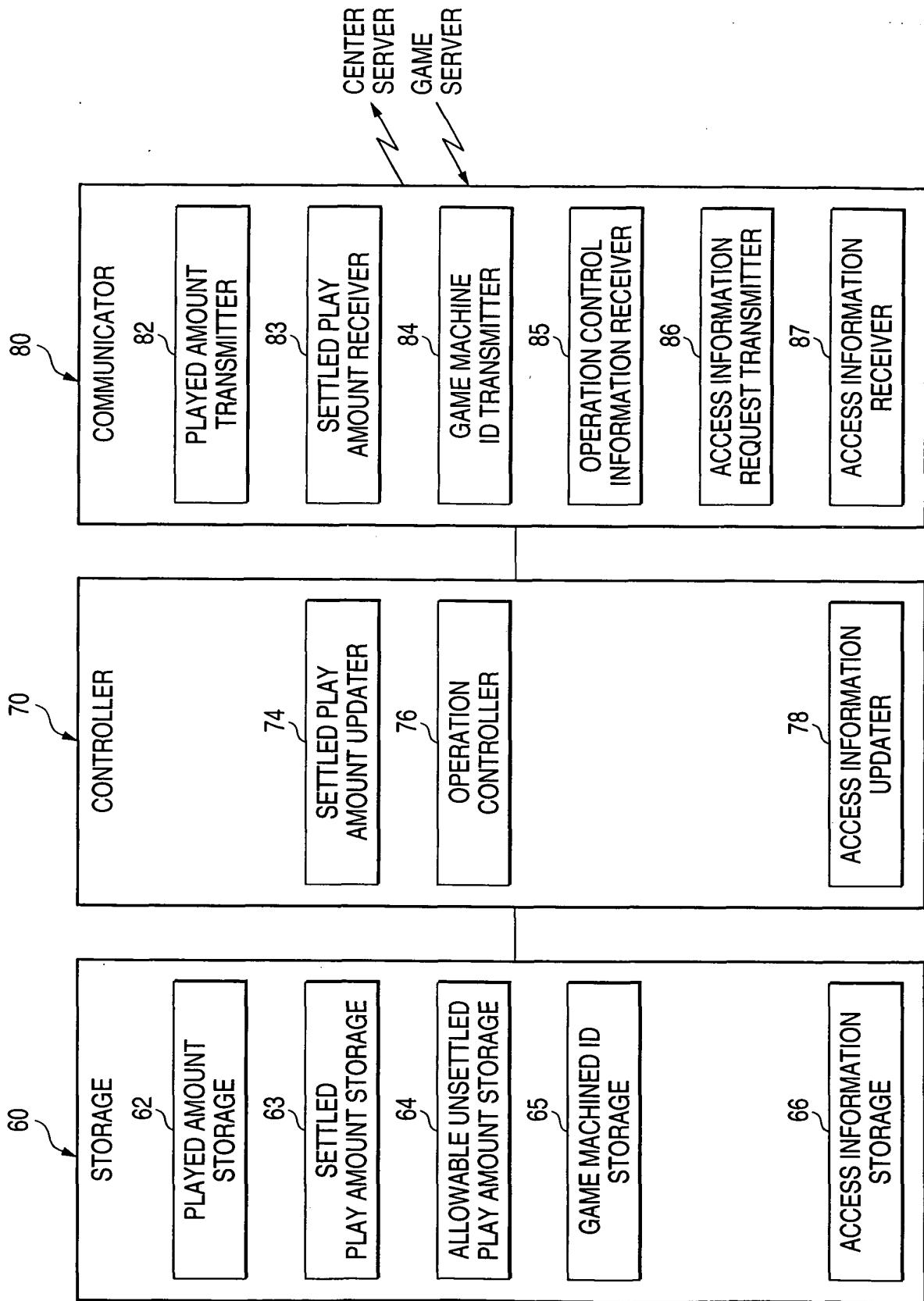
*FIG. 7*

| SERVICE   | ACCESS DESTINATION                 |
|-----------|------------------------------------|
| SERVICE 1 | http://center/cgi-bin/service1.cgi |
| SERVICE 2 | http://center/cgi-bin/service2.cgi |
| SERVICE 3 | http://center/cgi-bin/service3.cgi |

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FIG. 8



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*FIG. 9*

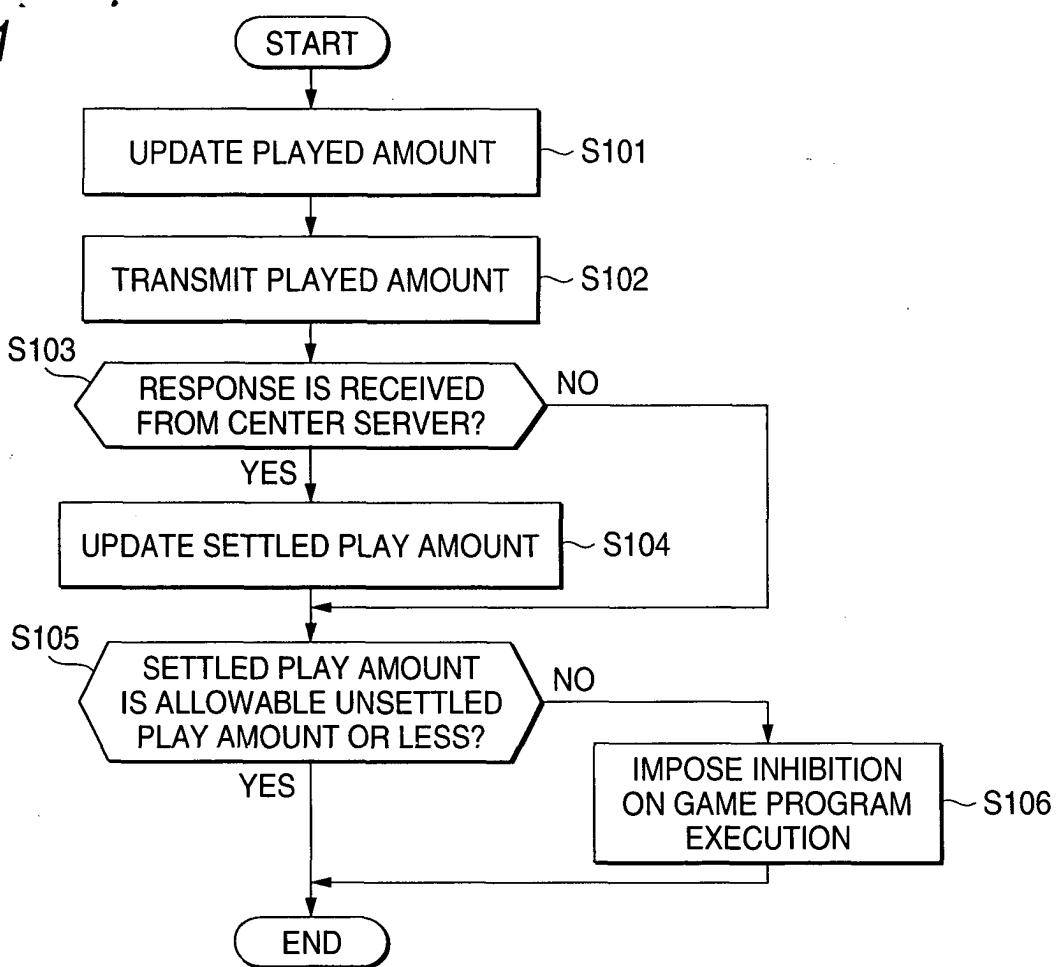
| PLAYED AMOUNT | SETTLED PLAY AMOUNT | ALLOWABLE UNSETTLED PLAY AMOUNT |
|---------------|---------------------|---------------------------------|
| 1000          | 1000                | 100                             |

*FIG. 10*

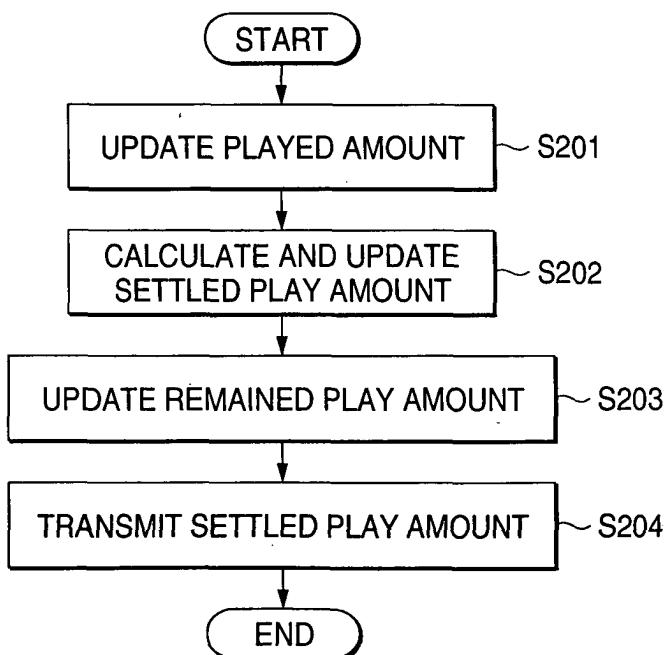
| SERVICE   | ACCESS DESTINATION                                                                  |
|-----------|-------------------------------------------------------------------------------------|
| SERVICE 1 | <a href="http://center/cgi-bin/service1.cgi">http://center/cgi-bin/service1.cgi</a> |
| SERVICE 2 | <a href="http://center/cgi-bin/service2.cgi">http://center/cgi-bin/service2.cgi</a> |
| SERVICE 3 | <a href="http://center/cgi-bin/service3.cgi">http://center/cgi-bin/service3.cgi</a> |

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**FIG. 11**



**FIG. 12**



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FIG. 13A

| GAME MACHINE  |                     | CENTER SERVER                   |                      |
|---------------|---------------------|---------------------------------|----------------------|
| PLAYED AMOUNT | SETTLED PLAY AMOUNT | ALLOWABLE UNSETTLED PLAY AMOUNT | REMAINED PLAY AMOUNT |
| 100           | 100                 | 10                              | 15                   |

FIG. 13B

| GAME MACHINE  |                     | CENTER SERVER                   |                      |
|---------------|---------------------|---------------------------------|----------------------|
| PLAYED AMOUNT | SETTLED PLAY AMOUNT | ALLOWABLE UNSETTLED PLAY AMOUNT | REMAINED PLAY AMOUNT |
| 101           | 101                 | 10                              | 14                   |

FIG. 13C

| GAME MACHINE  |                     | CENTER SERVER                   |                      |
|---------------|---------------------|---------------------------------|----------------------|
| PLAYED AMOUNT | SETTLED PLAY AMOUNT | ALLOWABLE UNSETTLED PLAY AMOUNT | REMAINED PLAY AMOUNT |
| 102           | 101                 | 10                              | 14                   |

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FIG. 14

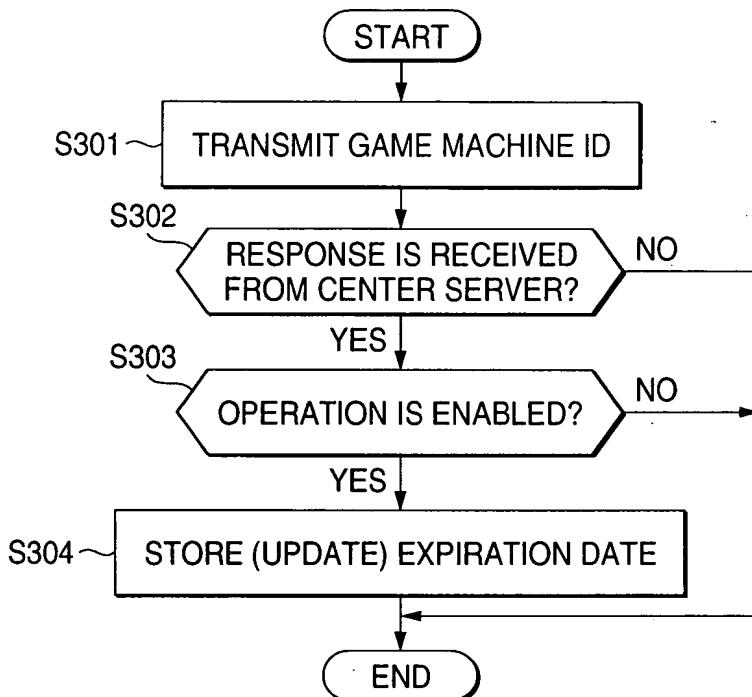
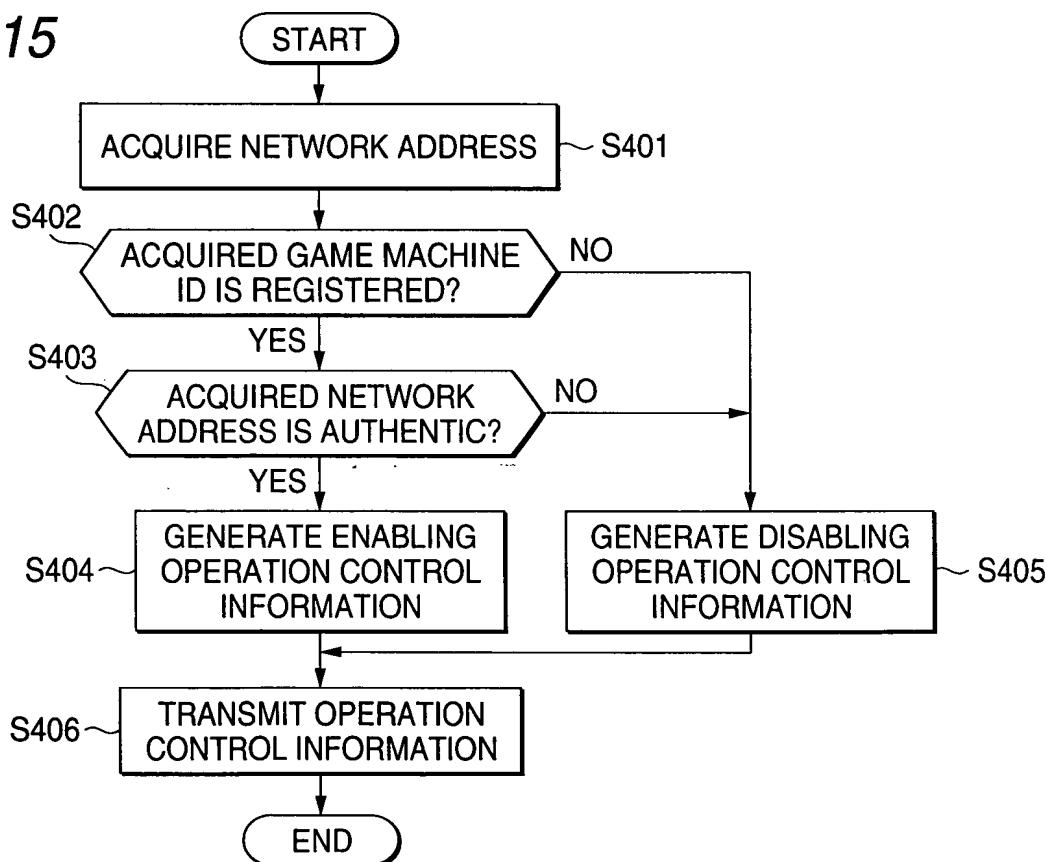


FIG. 15



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FIG. 16

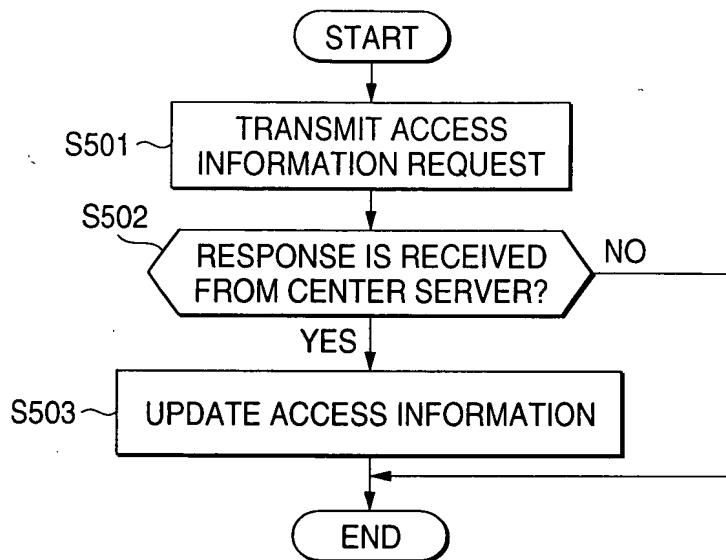


FIG. 17

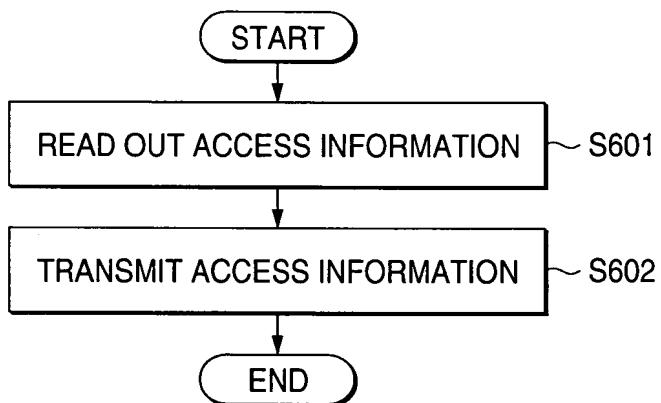


FIG. 18

